

# HOME COMPUTING WEEKLY

AN ABOVE SPECIALIST PUBLICATION

September 17-23 1985 No. 130 30p

There's no business like show business

The 1st Personal Computer Show

Special reports inside...

Win a trip to the TV studios in the



competition from Macmillan Software

## Soft Aid II after Xmas



Plans are well advanced for another charity compilation tape in aid of *Helpopia* like the immensely successful *Soft Aid* collection which broke all records earlier this year.

Bob Coovers, who masterminded the first tape, told *HCW* that he had plans for another tape but that it is unlikely to be released before Christmas as there are already a number of compilations upon benches for the Christmas market.

The detailed composition of the tape has not yet been confirmed but Rod already has commitments from a number of the leading software houses to donate products. These are likely to be four versions of the core compilation, with *Amstrad* and *SBC* being added to *Spectrum* and *Commodore*. Rod also confirmed that there will now be four versions of the first *Soft Aid* collection for the *Amstrad* market.

Elements of the amount raised differ slightly but Rod believes that around £500,000 will be paid by *Micro Dealer UK*, the subsidisation under *Band Aid* (Sponsored). The first part of this sum, £250,000, was passed to the appeal fund a couple of months ago.

"I would like to see the software

industry raise a half million pounds by the end of the appeal," said Rod. "We have already raised three times the original target and all donations are to be congratulated."

Despite the huge amount raised, there is some concern over the project.

Earlier this year *Tiger Distribution*, who supplied goods to the movement, made *Soft Aid* team aware of their recovery—and their debt—on account of non-payment for a large number of *Soft Aid* tapes.

*Macmillan* had a sale of return agreement with *Tiger* which allowed the newspaper group to return any tapes, including *Soft Aid*, which didn't sell. This meant that although *Tiger* had distributed a large number of *Soft Aid* tapes to *Macmillan* and other retailers, these were not sold as *Soft Aid* tapes for the goods when *Tiger* ceased trading.

Another slight concern is the money raised for the appeal, in the sale of tapes, is currently at *Micro Dealer's* normal trading account. This is "unorthodox" according to *Band Aid's* accountant Philip Ruxton but he added that it "would be more appropriate for the money to be held in a separate deposit account so that the interest goes to the *Band Aid* Trust. This has certainly been done in the case of similar campaigns."

The accounts are "fully available to any auditor" according to Rod Coovers, a statement released by Neil Johnson, joint managing director of *Micro Dealer UK* who "would welcome an audit of the *Soft Aid* project."

The public can have confidence, according to John Kennedy, *Band Aid's* lawyer, who assured that "*Soft Aid* can take steps to make sure that no-one else benefits from the appeal."

The project was such a success that it caused the companies who were handling it some difficulties. Neil Johnson told us about the most



Bob Coovers—Soft Aid's creator

that had occurred and admitted that "his concern is has proved to be a huge administrative burden. We were almost bankrupt we could get the tapes out quickly but it has cost *Micro Dealer* a great deal."

With a new tape in the offing for early next year, which will mean that the original *Soft Aid* tape is still selling, both have admitted, Rod is certain that the "magical effort" by the computer software industry will reach this new target of £500,000 within the foreseeable future.



Build the Great House of the Future p.32

Dungeon update—Venerables p.34

Into the Valley of Nidd—Slime p.37

6 pages of software reviews p.38

Programs for Spectrum, BBC Col and Amstrad

# MIRRORSOFT

## SEPTEMBER IZZLERS



### BOULDER DASH

One of the great classic games of all time is now available to even more of you – Amstrad and Atari owners everywhere can now experience the ultimate underground journey.

Search through the 16 caves, each with 5 levels of difficulty, and collect as many jewels as quickly as possible. Don't forget to block the amoebas, transform the butterflies, or outmanoeuvre the fire-flies – or you'll never get out alive!

**Available September 5th**

Amstrad CPC484 and Atari 488 versions  
back-to-back on one tape at £9.95.

### ASHKERON!

"Ashkeron is a real winner. For many years, many beautiful dungeons with great layouts have been available. Finally, you can find the system which has been lost to time – Level 1 – Master Computing Weekly.

"It's highly polished, with characterised dungeons – lots of little bits of things every now and then, interesting and rewarding." – Chris Mori.

"This game takes you to a new – and truly epic – world."

"A brilliant, genuine, classic resource." – Alan Beale.

**Available now for:**  
Amstrad CPC484 £5.95  
Spectrum 128 £5.95

With full instructions on tape.



# MIRRORSOFT

Maxwell House, 74 Worship Street, London EC2A 2EN  
Trade orders to: Purnell Book Centre, Poulton, Bristol BS18 5LQ

The  
Personal  
Computer  
Show



# Beyond Your Wildest Dreams

An amazing new concept in software presentation, Electric Dreams will bring you two exciting games in one double tape cartridge package at the superb value for money price of £149.99 in cassette and £119.99 on disc.

Some of the world's most experienced minds will be recruited to bring you entertainment and excitement beyond your wildest dreams.

Buy this title as the first of many to complete your range of Electric Dreams.



Digital delivery and dramatic deduction are only two of the skills you'll require when you take on the hairy bad man in these two episodes from the world's most amazing computer story.



Spy's Dream



Spy Scales Back

Available on Commodore 64 and Atari

## BOOKS



### Practical Programming in BBC BASIC

Although BBC BASIC and the micro's built-in assembler actively encourage users to use only program and program only, there is still a place for books to aid the serious programmer.

A large number of such books exist, certainly, but most of them probably lie unused soon after purchase. To be useful, a programming book must offer more than a few "off the shelf" routines. Hacks! book delivers.

Although it provides a collection of programs, these are useful as examples — in contrast to the more usual attempts to include even the shortest and most boring examples in order to produce "over 100 programs!" as whatever on the cover. None of the programs are worth buying the book for, however, but serve as examples of programming as a series of problems to be solved.

Designing a program has to begin on paper — working out the steps in a solution is vital. The "proper" way to do this is via flow charts and, despite the desire to get working at a keyboard, their use is vital to save wasted time. How many beginner's books advise the use of flow charts, many show how to use them but I don't recall one before this flow charted entire programs in

detail and tied the actual program writing back to the chart and the final program goes to lines and flow lines. This book takes such an approach and is both interesting and instructive.

A flow chart is a visual representation of the logical sequence of instructions — each instruction is pointed to from boxes via arrows. The very act of constructing the chart is a flow chart implies a certain pattern and flow and, of course, this too is very easily with BBC BASIC's set of procedures. While most flow charts in books take the form of "Start, initialise, execute loop", Hacks! tells you where to read detail. Detail, is good hardly be mentioned, that you'll need to write out in even the simplest of your own programs — nothing wrong with that! It is helpful, to say the least, to see someone take you through all the steps in the way.

The book also discusses formal languages to design such, structured techniques and table notation methods. In short, if you want a good solid base for your future programming on the BBC, then you could do a lot worse than pick this up.

"Solid", though, is a carefully chosen word — the book's style is a little dry and so may be suitable only for the more mature Bob overs Teachers in particular, could use the book with profit. **BB**

Price: £6.95

Publisher: Signet Press

Address: 5 Alton Rd., Woking, Surrey GU24 0BT



### Spectrum Shadow ROM Disassembly

This explanation of the Shadow ZX Interface 1 ROM follows the style of previous Melbourn House disassemblies for the Sinclair machines, but starts with very useful BASIC extension routines. They consist of a number of machine code routines, each of which makes up a new BASIC command. These include a double FOR, POKE string, memory dump, direct EDIT, improved BASIC, linker and even complete C&P command, pseudo-random file handling and adding data to a file. Users of serial printers will find the extended RS 232 character command +H useful. TAB and comma are the printer and provide other useful printer commands.

The routines are given in a decimal dump with BASIC loader, as well as in assembler so can be used by readers with no machine code knowledge. More serious programmers will find numerous hints in these examples for utilizing the facilities of the Interface 1 ROM in their own routines.

The disassembly is well documented and all the instructions are fully addressed. It includes network, assembler and RS 232 test routines. The 16 applications cover comprehensive analysis of ROM routines and links, stored numerically and alphabetically, as well as the changes in the version 2 ROM.

As books of this type go, this one is very readable and easy to use. It will be of particular interest to machine code programmers but is worth having simply for the example BASIC routines.

Price: £8.95

Publisher: Melbourn House

Address: Castle Yard House, Castle Yard, Richmond TW9 1ST

BBC



SPECTRUM



## Eureka! — it's a winner

The Euclid prize, a cheque for £25,000, has been won by a 15-year-old schoolboy, Matthew Woodley.

In order to get to the prize Matthew had to complete all the parts of the adventure game and decipher the clue to find a telephone number. After finding the number an answering machine asked you to explain why you had rung.

It appears that Matthew rang the number a few times before making his claim for the prize but he was quite happy to receive the game cheque from Denmark's director Oleum Wrenley and Mark Strachan.

The other 99,999 hopefuls who are still playing the ad venture should note that the number has now been disconnected and there are no second prizes on offer.

Denmark, 264 Wrenley Rd, London SE20 8PW



Smile, all round — Matthew's cheque

## More play less work

To alleviate the boredom of some users, CCE have come up with robot which double as printers to ease their inevitable work day.

Also as the Teletext 1000 now there's a means to connect with an, a two-colour (on

robot and Marbo, which we get thought to be good, is a robotic, personal computer.

Sorry to have an about Christmas, but at £199 there could also make rather nice alternatives for the tree.

CCE, New, Goldings, 401, Brighton, Essex SS15 2BT



## Facing the Future

Well it seems that all your hard labour working it out on paper rounds and so many only has been banging up the walls of the software industry.

According to market research carried out by Mind Publications the £100 million computer games market is definitely on the increase with 15 million units expected to have been sold by the end of 1983.

However, as we all know all good things come to an end and the recordable boom in sales is expected to level out in the next two years and with lower software publishers dominating the market.

In contrast video games sales have nearly halved from 46 million to 22 million in 1984 and are expected to fall to £16 million by the end of the year.

Does it will be the advance of the future and the trade up from cassette recorders to disc drives will be inevitable. The trend towards more sophisticated, powerful machines is also a natural progression as users become more demanding of games' capabilities.

As coloured colour tape games with atomospheres, TV games are going to be with us a long time, and, hopefully, the nature of games playing will continue to be more complex — rather than simply time filling.

**Found For Thought**

As we all know, marketers are well-versed in designing a consumer to test for products. Working on the premise that "most people associated with computers are lean, hungry, and mean," Nigel Humphry of Mid has included a free copy of Nigel Humphry's "Just a Bit" to anyone who buys two 10-disc boxes of 3.5" and 5.25" disk drives.

**Training with Anytime and Anywhere**

No doubt next year will bring free copies of "Fight the Flies" to counteract the effects of over-inoculation.

2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 2680, 2681, 2682, 2683, 26



**More ASX news**

Uter groups and state maps  
areas seem to be the private  
area of the same company  
area this summer and now has  
just reached us of a new club  
for 1993 year.

Lee Symington has started "The VIXX Club" and offers a whole series of services to its members including newsletters, membership lists, paper lists, computerized lists, news and materials.

The membership fee is £1 per year and this includes the regular magazine mailing. Further details can be obtained from Lee at the address given below.

Also on the MSN some we hear that MSN. When the monthly magazine published by Argus Specialist Publications will cease to be published with the October issue. We hope that MSN users who used to come by our programs and letters in the magazine will consider visiting them at HQ. We do like to offer MSN users from time to time.

ABC Club, Inc. 600 Madison Ave.  
New York, N.Y. 10017  
Phone: 672-1100

**Journal of Management Education** 35(10)

These glassy peripheral membranes at Chernab have purchased their Isoodrum system for the Isoodrum — what a concept!

The simple plug-in unit costs just \$2,000 yet allows us to be able to produce sounds that are available in very expensive specialized drum machines. There is a vastness of sounds which provide the user with eight different drum sound—ranging from 14-140 but there is the facility to add other sounds such as cymbals, gongs, etc.

The next will only be available from your local branch computer department, and they will also be stocking the very latest at £2.99 each. The next step, however, they will be fax orders, provided from when you fax your order.

The system has a direct connection to your local land-line, electric-blaster or portable system or you can record messages to the system without using the telephone's "operator" and "attendant" tones.

Charles F. Williams, Jr.  
Part, Columbia Rd., 24  
Madison, Conn.

10. *Journal of the American Medical Association*, 2000; 284: 1012-1013.







• **Chess specialists** CP Software introduced **3-D Voice Chess** for the Amstrad which features software generated speech output and 3-D graphics. In the next few weeks CP will be releasing **3-D Superchess 4.00** and **Superchess** for the Amstrad.

• **Midwinter** — a forthcoming game from CBL — was on show for the first time along with the Amstrad version of the racing game **Formula One**.

• **Domark** had **Callaghan Mat II** making its debut at their stand. The space adventure utilised Adam Tirmans' (read we say moose!) is available on Spectrum, C64 and Amstrad (£24.95) with disc versions for the Amstrad and C64 to follow.

• Among the hundreds of new releases already predicted to be available for the Amstrad by its makers was **Fairlight** from The Edge. The 3D graphic software is available on the Spectrum.

• Gaming for Funargyle owners took a leap forward as 15 new titles were announced for the machine. A selection of leading titles include, **Wizard Isle**, **Brass Head**, **Monsters Quest**, **Land of Illusion**, **Knobs of Yggdril**, **Dr Strangelove** and **Warrior**. One of the new releases the **Warrior** will be the first to be specifically written for the Spectrum 128.

• Global Software won't be

PCW has shown to launch their new game **Old School**, erroneously called **South Bank** in last week's PCW — during it's decision as the best financial atmosphere of the Thameston Festival Fair. **Old School**, a crime adventure using locations on London's South Bank will be available for the Spectrum (£9.95) and C64 and Amstrad (£3.95). Also on show was a finished version of **Global's The Magician's Ball**.

• Finland were preparing their Spectrum version of **Flux** now in the final stages of conversion — the game will cost £14.95. Also available shortly will be an Amstrad version of the sub game for £24.95 and £27.95 (plus).

The C64 conversion of **Schwarff** (£9.95) should be available in the next fortnight according to a Finland spokesman.

It was also revealed that Finland intend to drop the price of their **Worm Range** from £2.99 to £1.99 effective from October for. Catalogue sales on the Silver label are **Star Wars**, **Sphinx**, **Conquest of Britain** and **Super Killer**. Meanwhile on the new Super Silver label, Finland were showing **Thunderbolt** and **Worm Pattern** (apparently it is on the base clone label) compatible with Amstrad, Spectrum and C64. The price of





the Super Silver rings is still to be announced.

• **Interceptor Maria's** were showing off **Wanted**, their new graphical adventure for the Amstrad. The Coleco never released game costs \$9.95.

• **Larry Kapes** was previewing **The Worms in Paradise**, the final part of the Salazar Dosses trilogy following **Snowball** and **Revere in Rome**.

• **Basabe**, in **James P. Hays** game **Wanted** by **Jeff Mauer** a composite of six sub games, making up what is described as

an "unagitated case." For the C64, **Basabe** costs \$9.95. A composite entitled **Yak's Progress** featuring eight **Jeff Mauer** games ranging from **Christmas in Armpit** will be available in the near future.

• **Maroch** was showing three programs about the universe and the strange life forms that inhabit it. **The Planet** is based on the forthcoming TV series about our neighbors in the galaxy system. **Maroch's Zenix** — The **Basabe** is on one planet a million miles away where the

mechanical monsters fight a war to the death. **Zoids** costs \$7.95 on cassette for the Spectrum and \$8.95 for other leading machines.

• **Larry Kapes**, of course is a life form peculiar to earth, and he was at the show to publicize the **Strangest Challenge** game he has endorsed. Available in October, for a wide range of machines it costs \$7.95-12.95.

• The **Mastermind Squad** was attracting hordes of gamers waiting in line on the dotted line to join the new **Treasure** club. Coleco's edition of **Mastermind** remains there and now only 2000 members.

• **McIlwain House** were previewing the first public

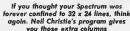
showing of **Lord of the Rings** the follow up to the **Wizard**. **Lord of the Rings** will be available for the C64, Spectrum, Amstrad and Intell. Coming some time before Christmas is the game topped by **McIlwain** to contain the secrets of the **Way of The Exploding Pot**.

**Fighting Warrior**, for the Spectrum and C64 will be a great arcade game set in **Assassin Kings**. The hero has to save the beautiful princess from being burned alive and fight his way through the passages of the sacred pyramid to get to the secret cavern and face the pyramid boss.





# TEXT EFFECTS

[illegible]

100

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all character loop
n = n-co-occurences
p = p-co-occurences
maxpr, show length
all max-letters (n number of letters)
C.F. loop variables

```

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10 PRINT "*****"
20 REM *****
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# VENTURES

**A**fter a brief release for me to get on holiday and pump sunshine, I'm back here, in the dark, damp dungeons at the bottom of the infernally cool Acorn Picon Tower. This week I will be concentrating purely on computer adventures, along with a few short reviews. But first, the good news.

Adventure International are currently covering the release range of their Adams adventures for the popular home market. As the moment AI only sell *Adam and Aaron* (version two, from November, Annual) and *Utopia* (never) will be able to get them well against the most serious of pirates. It will be a little while yet, however, it's no small task, given the AI team have to add new graphics as well, and new releases such as *Robin of Sherwood* naturally take precedence.

Back to the paper, Phoenix Frog is an "adventurous" adventure from Wargames, written by Wicks. It's often a bit tedious of such games because they can be really boring, just longer adventures with the international value coming from "travelling rules." Phoenix Frog is anything but, being both fun and useful, although it lacks a rather close relationship to Creative Sparks educational *Danger House* adventures.

The frog of the title is a secret agent, and his task is to stop Professor Male from *BLUISH*, which stands for the secret *Lab Of The Tangled Maze*. An excellent manual is included which sets the scene in computer check style, and a useful text sheet is enclosed as an envelope marked "Top Secret." A good idea for children who may be unimpressed with the type of challenge required in the adventure.

The player moves around the location, which are all well described and each have a good illustrating picture, by choosing options from a suggested menu. Often there is a question of Phoenix hopping from place to place. The adventure will demand quite a lot of deduction from the player, although the fact that the possible options are presented obviously makes things easier.

As well as the adventure there are mini-quests and strategy games built in, like a Frogger

variant, a car driving game and a block sliding puzzle. All of these are well programmed, with smooth moving graphics. One feature I particularly liked is the way that the time is lost for the player to reach a strategy point affects the difficulty. This helps players are still presented with a challenge.

One minor quibble is the software on the package is a recommended six range price, and the fact that this is aimed at children is hardly mentioned. I also think that an inventory list should have been added, because sometimes the child can lose track of what is being carried. Overall, a good buy for under eleven.

I recently found some budget games called Double Play Adventures in my local software shop. Two games for £1.95 cannot be a real rip-off I thought, so I bought one. Number seven, of about ten,

contains *The Hexagonal Maze*, which has you trying to read the Star of India from a message, *Star* is the opening of a Pink Panther film, and *A Tangled Tale*, which is a fantasy adventure based on the writings of Lewis Carroll, and involves solving codes and a lot of lateral thinking. It came to 200 words so not that they are written with care. *A Quest*, and full time party of the tape. I've previously written about *Quest* games.

However, for only a pound each, some adventures may be justified, particularly with *A Tangled Tale*. If I manage to track down the publisher's IT review the whole year, or perhaps some H-W readers have bought some, and can send in their comments. If you have, write to the editors at the end of Ventures.

A quick reminder, however, that the best budget adventures are the superb *Clara* without



**After a few days in the sun Peter Sweasey and his diminutive helper are back in the dungeon and hard at work, keep sending them your pleas for help and offers of lifelines**



## RON COMPLEX



**Ron Complex falls into the hands of the dreaded Logic Squad and faces a grilling in this all chills, all spills episode of our multi-million dollar budget serial**

Ron felt Lieutenant Pythagorean's grip tighten on his shoulder and in turn he clamped his fist more firmly round the collar of the figure in black seated at the computer keyboard in front of him. "Okay lieutenant it's your move," said Ron. "Let's take a little walk," murmured the lieutenant.

Lieutenant Pythagorean jerked Ron backwards and the figure in black was pulled in his fist. "Take it easy and slowly," said the lieutenant. "You at the front, I want you to walk to the door and proceed to the lift."

As the three of them walked along the corridor still in a shoulder gripped mode, Ron felt the lead man getting decidedly twitchy. "I think he's going to make a run for it,"

said Ron. "Easy with him," said the voice behind him. The man in black took off at high speed and the trio careered along like a high speed cogwheel buffering into the wall as they went round a corner. "I could try trapping him," shouted Ron. "Do it," said the lieutenant.

Ron brought the man in black down with a crushing side tackle and they collapsed in a writhing heap. The man in black was the first up. With one hand escaping down the corridor and noticed that he was wearing one brown boogie and a red elbow band. "I'd know that boogie anywhere," thought Ron, "well, well it's De Demaine."

Lieutenant Pythagorean frog-marched Ron through the

building, as they passed by empty offices Ron saw that every monitor screen was lit up and rest was filling the screens in an incredible rain.

"Could we just take a look at this before you grill me?" asked Ron.

"Okay but make it snappy," said the lieutenant.

Ron stood at the screen, the message began, "This entire system has been fixed with a random code word generator in an attempt to ruin company. The RCGW changes the entry word for your system once every few seconds giving you fast and reliable protection from prying eyes and also from spooks."

"We do hope that the RCGW renders your system completely inoperable. Now, the just a selection of the infinite number of codewords that you will come be able to use - banana, giraffe, codeword guard, special force."

The list continued. "I've seen enough," said Ron. "I hope you've got in cover with lightbulbs just in case I don't think too fast."

Ron sat in the interrogation room at Logic Squad head quarters, his eyes were clearly adjusting to the bright light that was shining straight into his face.

"Let's try it again Complex. What were you doing on the sixth floor of the Angelatron Consolidated building?"

"That's some strange question I'm sorry sir," said Ron. "Your electricity bill must be a nightmare."

"Can the grade Complex. All right, if  $x = 1$  and  $y = 2$ , what is  $x$  in the equation  $4x - 12y + x = 37$ ?"

"I don't know."

"Ability to solve a simple algebra problem. That's an obstacle in the Scribble, Complex, under the Difficult Summ Law of 1991."

"What?"

"I'll ask you some more ones if you tell us what you were doing and who you were working for."

"Can it Pythagorean, my memory is almost as bad as my math."

The Lieutenant leaned forward with his fist clenched. The bulb in the lamp went and the room went black. "Hey Complex," said a voice in the darkness, "you got a match?"

Next week, Grilled to a turn,



## PERIPHERAL



**CNN Joseph discovers the benefits of slowing his Spectrum down using Nidd Valley's SloMo**

There it, I believe, a basic curiosity going on between Nidd Valley SloMo Products and Kenneth Macleod/CNN over the right to produce and sell peripherals with a slow motion SloMo. So, we thought we'd have another look at the product that started the slow motion craze, the SloMo was from Nidd Valley.

The SloMo consists of an edge connector unit (with a through port in the rear to allow switch interfaces etc.) to be used simultaneously, from which a length of fairly heavy-duty wire extends, connected to a small hand-held unit. On the hand unit are two buttons (on/off and freeze frame), a small 1.5 A.D. indicator whether the SloMo is on or off, and a dial that controls the speed at which the Spectrum screen display is "refreshed".

It is this last feature that produces the slow motion effect and which allows you to slow down the action on all Spectrum programs (there are versions of the SloMo for a number of other machines, though certain programs on

some machines may be unaffected by it).

The main obvious use of the SloMo is just to slow down some of those frantic, panic-inducing arcade games so that you don't get bored to bits with the speed of loading them. Then, as you become used to playing the games at slow speeds you can increase the speed until you're ready to take on any other speed, and zap them before they zap you.

However, I did find an interesting use for the SloMo that wasn't simply restricted to increasing your hi-scores. I was playing Knight Lore (a smallish game) and I was to hit the freeze frame button just as I moved from one room into another. By doing this and then slowly turning up the speed dial, I was able to watch as the wall rose and slowly broke up on the screen and overlaid with the previous room. This process turned out to be quite fascinating, and when I tried it out with some other games it was interesting to compare the techniques used by authors to produce their screen displays. If

you're at all interested in machine code, then just watching this process would probably be interesting for the techniques it reveals.

Similarly, the SloMo's instructions contain a short program for printing numbers onto the screen, and using the SloMo at very low speeds revealed how the Spectrum builds up characters on screen, which is useful to see if you're at all interested in the inner workings of the machine.

I'm not sure that I can recommend the SloMo as an absolutely essential peripheral to the way that, say, a joystick probably is. But if what I've said about it appeals to you, then why not try it? It's a well constructed device, simple to use, and reasonably good value for money.

C.J.

**Price:** £14.95

**Publisher:** Nidd Valley Micro-products

**Address:** Slipping Stone Hill, Thistle Hill, Knaresborough, N Yorks.

**SPECTRUM**



## SOFTWARE



### Karateka

This must surely be the attempt to combine the old (The adventures of the karate fighters are extremely realistic) and the inclusion of a cartoonish side to the realm.

You play the role of a master of the art of karate, Karateka, whose task is to rescue Princess Minka from the clutches of the evil Lord Akuma. She is imprisoned on the depths of a cavern of his castle which is perched on top of a cliff and guarded by his best troops.

The story starts with the imprisonment of the princess and this gives a hint of the quality of the game's resolution. After this scene is set in this way the next part of the game is loaded. Then it is shown at the game, each section of the castle is covered separately on tape and loaded as required. The screen does not take long to spend, load and it found the screen relatively easy to use.

The game starts as you climb over the top of the cliff to be faced with the first palace guard. As guards go by it not the most subtle of people and does not pose too much of a problem. On entering the castle grounds you must then tackle more guards as you fight your way across the courtyard and

into the palace buildings.

Once inside the door closes behind you and you must fight hard not to be pushed back against it, making an easy target for your adversaries.

The karateka has two modes of movement. To advance quickly he can run but if you meet an enemy while off your guard at this way, he will hit you with one sharp blow and you have to reload the game and start from the beginning. The best tactic is to drop into the fighting mode at the last possible moment, thereby minimising your advance and reducing the time it takes to deal with enemies and the number of guards met on the way.

You must also be on your guard against the unexpected because there are several traps hidden in the overgrown. Attacks by Akuma's trained eagle and knowing how to pass a trial bamboo corridor or an apparently impenetrable doorway is easier but there.

The most of your player are dressed in high, low and middle class and looks, and the additional problems presented in the game, with the superb quality of the animation makes this stand out as the best karate simulation game currently available.

E D

Price: £9.95

Publisher: AriolaSoft

Address: Box 10576, Alpharetta, Ga, Fulton St, London SW1E 5JH



### Schlachtfeld

This game is well named because I'm never awake about it. Although I love the idea behind it and the quality of the graphics and sound, I find it extremely difficult to play.

The plot follows the story of Alphonse T. Nord who, like the Doctor's Apprentice, came to see in his dream life and battles about with his master's latest gadget. This has the unfortunate effect of splitting Al's personality so completely that one of him dies at the same time.

Al is determined to do something to correct the unfortunate situation while Al tries to be as awkward and obnoxious as possible. If you buy this game be careful because if the two Als meet then evil Al gives good Al a well kick across the shin.

The game has five scenarios but since I couldn't get past the first I can't say a lot about them. No doubt someone at Quicksilver knows the secret but I enjoyed just wondering around having Al make everything I made Al do in his attempt to save himself.

A strange game but at least it displays a hint of humour. Even the comic start is refined.

JAG

Price: £9.99

Publisher: Quicksilver

Address: 221 Regent St, London W1R 5JH

G64



G64





### Chop Sweep

If the idea of beating the living daylight out of some poor defenceless opponent appeals to you, then try a different game. The computer controlled player here is definitely not helpful.

After the first three levels, this martial arts game really picks up. All movements are controlled by the joystick and can take some getting used to, so it is worth practising on a "dummy" opponent before taking on the computer.

The action takes place in a colourful but rather dull setting. The two fighters emerge in a shaded rectangular box in the middle of the screen watched by a small audience. The colour of the box changes to reflect when a new level has been reached. This is achieved by punishing your opponent and his reached new level is high enough to make him retreat within the three minutes allotted to each bout.

The visual effects are quite limited. A series of appropriate sound effects accompany the fight and a really rare plays over the title page.

There are a couple of features that I don't like. First, there is no way of selecting a starting level, and fighting your way through all the levels every time really becomes annoying. However, my main complaint is that the two contestants are absolutely identical in a fat and therefore hard to tell apart to like trick of which player you are trying to control. This problem makes an otherwise very playable game.

L.F.S.

Price £3.95

Publisher: English Software Company

Address: 1 North Parade, The Cottage Gate, Manchester M80 1RN

## STEALTH



### Stealth

When I saw Stealth at the PCW Show, I knew it would be interesting and decided my description would be somewhat like "Buck Rogers" with lasers on. However, I've played it now and it's knocked me into the 21st Century.

I have seen many of these 4th and 5th century arcade games before but none are as convincing and exciting as this. The scenery comes right out of the screen as you see the speed it moves.

An commander of a space ship you watch as your craft flies towards the back screen on the horizon. This is today's target and the screen is not going to let you score a like a Russian driver on a road. Realistic situations block your path to tanks, bunkers and even planes. As you go on you reach levels of higher levels there are complicated by extremely realistic guided missiles and fighter planes with a scattering of volcanoes dotted around the landscape.

As you fly your energy is drained and must be replenished by flying through positive energy clouds but there are also negative clouds which will sap

your power supply if you fly too fast.

The graphics are really convincing and I feel that this is the definitive version of this type of game. Especially worthy of mention are the missiles which seem to grow in size as they approach. A growth which leads to a explosion at the screen scale, ever noticed?

As you approach your objective the distance is indicated on the screen and you have three chances to reach it. Now the screen becomes exceptionally busy as you try to keep the craft in your sight while avoiding the enemy attacks by weaving in and out. Success is rewarded with the sight of the tower exploding and you watch as your craft comes off unscathed into the distance and springs upward into the sky.

The opening screen gives the scoring system and also allows you to select any of the five three screens. Although I originally thought that the first two were exceptionally challenging, the third screen is a challenge and a half and I've set to complete the fourth. Eventually the bunkers change to fuel line so you'd have to ensure that it must be off on its last mission.

S.B.

Price £2.95

Publisher: Ariola

Address: Suite 303/8 Archdale Rise, Palace St, London SW1E 5HS

C64



★★★★★

Flipped



★★★★★

Hooked



★★★★★

Keen



★★★★★

Yawning



★★★★★

Comet

ATARI





### The Castles of Doctor Creep

Doctor Creep has 12 castles and they provide an excellent touch to the normal ladders and platform games which form the software market at the moment.

Each castle is a puzzle which has to be solved before you can reach the exit. Most of the rooms can be opened by pressing the doorbell outside but some are locked and the key must be recovered. To do this you must leave the castle at lightning machines, force fields, traps, moving walkways, and ray guns. Mummies and Phantoms must be in their tombs waiting to be summoned into terrifying life.

All of these hazards have to be controlled or controlled in some way so that a pathway is created to reach the key, and find the exit. To solve each castle you must explore every room before attempting the solution lies in a particular room, it can only be achieved by traversing to various platforms from other rooms.

If the two players option is selected they must work in conjunction with each other unless they want to enjoy alone. A pretty completed game can be said to top.

The only games that I have about this game is what to do with it when the castles have been explored, perhaps another sort of game processor would have given it a more lasting appeal.

Price: £9.95

Publisher: Amsoft

Address: Suite 105/16, Appleby House, Fulham St, London SW 14 9HS

064



### Vorticon

Vorticon is a game that requires quite a lot of careful manoeuvring if you are to succeed in winning it. As play is only controlled by using the joystick you will also need a good steady hand.

The screen contains a small planet in the centre. You may move anywhere around this and this is the moving element. The gravity of the planet causes your asteroid to constantly move towards the centre of the screen. Unfortunately it does not have any effect on your movement, it could be fun if it did though!

The aliens come in various shapes and sizes and move in different unique patterns, you will eventually learn to use these to great effect. Tackling the aliens will lead to your destruction. Do you think that sounds easy? The problem is that your ship can take mortal and once you have built up speed it takes quite a lot of stopping.

The sounds are excellent and demonstrate the capabilities of the CIB444 to the limit. The control by use of the graphics though, the players are large and simple. The background is good, however giving a worse effect.

The instructions supplied are printed on the back of the play card and are very straightforward. Unfortunately, the names of the aliens are not given.

At first sight I found Vorticon quite boring. As I had to give it a fair review I started playing, and now find it quite a tactical challenge and not bad value for money.

Price: £1.99

Publisher: Rodge

Address: Raco Marketing Ltd, 1 Orange St, Sheffield, S1 4JW

064



### Riskel

It's been quite some time since I have had an excellent game to review that also sits at a very reasonable price. This shoot-'em-up space game should get quite high up in the software charts in the near future if it gets the success that it deserves.

The object of the game is to defend your space and this runs along the player screen, you control a space ship that flies about this. Using a limited amount of energy you must kill as many aliens as possible before you get captured in the planet gas destroyed.

The screen scrolls sideways as the direction that you are moving and aliens come very interesting graphics. It's Minor as you have said! A nice feature is the music that is used in the movements.

I found that the game is loosely based on a smaller music machine called Defender Riskel is certainly an addictive and contains graphics and sound of an equal quality. The instructions are good and simple, a lot of the game you will have to work out for yourself. A stretch will be added to play in conjunction with the keyboard. I found that a Quackbox it worked well — but stretchers are needed.

The main menu page could do with tidying up but the playing screen and instructions page are up to a good standard, even though the instructions do not appear for long enough to let you read them.

Price: £1.99

Publisher: Rodge

Address: Raco Marketing Ltd, 1 Orange St, Sheffield S1 4JW

064



### Physics

Emerson Software Physics is written for "O" level and CSE students and compares two types of revision questions and screen simulated experiments.

One essential upgrade for an educational program is a format which presents a learning situation in a way which stimulates a desire to find out what happens next. In this respect this program succeeds admirably, but flexibility is also essential.

The programs do not allow enough freedom in respect of the user's area can take through exercise. For instance, I could find no way of bypassing a screen. All the screens have to be worked through and all the questions answered correctly before moving on to the next screen.

There were many misleading responses and questions which should have been edited out before publication. For instance a screen response to an answer should be "correct" or "wrong", not "yes" or "no", which can be very confusing if the question asks for a "yes" or "no". In another instance a mathematics question asked for an ordered list of four which would really chemical groups to be placed using a stem-basis as an energy source and didn't include a carbon in the list.

However, the program is driven and in many cases fascinating, especially the screen of simulations. Experiments are numerous and interesting, and a tremendous amount of information and activity is compressed onto the screen, so much so that it becomes a bit confusing at times too. Despite this, the program is a valuable revision resource and well worth the money.

Price: £1.50

Publisher: Charles Letts & Co Ltd

Address: Cherry Hill, Barnham Rd, London SE23 3DW

060





### Q-Man's Brother

Spent all your time on a BBC, and nothing left to buy games? Well, *Q-Man's Brother* calls to your attention with the magnificently simple yet off at the Q-Man's side was limited of hopping round an Aster Pyramid. *Q-Man's Brother* hops round an aerial walkway, but the goal remains the same. Turn the square a different colour, and avoid the predators in the game you are pursued by a multi-coloured hunter and a point-colour which causes your square. To help you keep on top of things, many hints are available in limited supply, with a new one after each screen. Colour is used to good effect, as is an impressive sound performance, and the graphics are polished, with the appearance of a film de *Q-Man*, who sports an awful pair of Pterodactyls.

This game is not for the hardened arcade addict. The story comes down to it at a time in monochrome regularity, some times occupying the same square as your immediate new life, and there seems to be no variation in layout apart from colour. One good design seems to be no variation in layout apart from colour. One good design detail is the ability to restart the game after pressing BREAK. In addition, and the low cost, makes pricing virtually unnecessary. I would recommend the game for new BBC owners and younger video freaks who can both swap for hours game playing, but don't come in the direction in the quest for originality. **B.A.**

Price: £12.50

Publisher: Way Edition Soft. wren Ltd

Address: Silver Box, Silver St, Doncaster



### Henry IV Part 1

This trading package of two tape holds revision programs for 'A' level and CSE students of Shakespeare and contains a surprising amount of information and study resources. I wouldn't have thought it possible to produce meaningful programs for Shakespeare's plays but I was impressed by the presentation and usefulness of this package. Shakespeare parts so much into his past that one reading is not sufficient to absorb and sort out the plots in time their opening. These programs have three main aims: to test by questioning, to present learning, and to give the student an appreciation of the meaning and writing of the play.

The first tape covers the play and its historical context and was a handy tool to discuss the political reasons which would play it develops an understanding of the relationship between the various characters. Builders usually attempting to test out all the plots. All through the text, questions are posed and comments are given with different coloured text giving emphasis to the various teaching points.

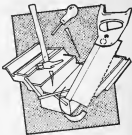
Chapters of text with moving words are then presented for the student to fill in. The student can choose the text and degree of difficulty. Printed responses to the student with only dashes to represent the words. The second tape holds two very long programs which, by means of questions, leads the student to a deeper understanding of the play.

Although it has a limited market this impressive package provides students of Shakespeare with a valuable teaching resource. **A.D.**

Price: £14.50

Publisher: Charles Letts & Co

Address: Dairy Hill, Boscawen Rd, London SE11 10W



### Maxim

This comprehensive machine code development system comprises three parts.

Primarily, the assembler program complements the computer firmware and is fully compatible with Locomotive BASIC.

Use friendly throughout, both 40 and 80 column screen resolutions are used. These provide a clearly legible display of all lines. Colour enhances the mode 1 displays, making the very easy reading of the overall contents of assembly language program.

In use the new command (ASSEMBLE) prefixes the movement of the machine code sub-routine within a BASIC program, line numbers being used for each line just as in the BASIC program.

Hexadecimal notation is used throughout with the machine program FEEDING at every memory location in RAM. ASCII characters are displayed alongside the contents of each location where appropriate.

Price: £26.95 (plus)

Publisher: Amstrad

Address: PO Box 619, London SE12 6BL

Although this, a powerful Text Editor program and Basic program can be resident in the same tape with individual editing facilities available to each program.

The instruction book explains in depth the use of the numerous command words unique to Maxim, with many programming examples. All these command words are listed together towards the end of the book-making for speedy reference.

If you certainly have been sufficiently amazed by reading one of the numerous books going on tonight read the 280A CPU then the purchase of an assembler is your next step towards machine code programming.

Maxim is published on ROM, Disc or Cassette, the price quoted below being for the disc version as reviewed.

With the software market at the doldrums and their being several other versions of assembler on sale, it may well pay you to shop around. **D.H.**

AMSTRAD





### Dick's Diamonds

Although I received a tape marked pre-production copy, this is not a new game. *Dick's Diamonds* was released a few years ago. Presumably the rights have been transferred to Activision, the only change being a reduction in price. In any case it's no great loss to Atari.

The theme of the game concerns the attempt by Dick the Owl to get eight diamonds back from Stephen the Spider. This he achieves, if he's clever, by dominating Stephen's web, speed by itself, ending up in the centre to collect the diamonds hanging there. Needless to say, Stephen reacts round the web and collides with Dick's tail: the owl averages — owl-falling speeders are a new breed I guess.

Where he rots, Stephen guards the remaining web, but if he decides a dead end is better, respawning, reducing Dick's points as well as adding to his task. It needs a lot of planning, skill and luck to avoid this, happening, particularly since if the final speed-diamonds don't take Dick to the web centre, his efforts are all in vain. Further complications include a penalty for Dick's hesitating; Stephen starts a bombing towards him, usually representing the web as he does so.

The graphics aren't special, as far as there is nothing to make it stand out for rest of the pack. The music does claim that there are starting levels for all abilities, but I would rather dispute that if it appears if you want a real challenge in a cheap price, it's worth a go. **B-1**

Price: £3.99

Publisher: Activision Ltd

Address: 18 Pretoria Street, London, N1 0PR



### Pac-Man

My immediate reaction on opening the arrow package and finding a re-case of *Pac-Man* was to suggest that it had become victim to some unrecorded time-warps. After returning to normality — error on one disk at the best of times — I spent a sleepless night pondering on the logic behind US Gold's apparently excellent marketing philosophy.

Practice, for those of you who have returned from a 10-year vacation on Mars, is the original maze game. The player controls a creature whose sole task is to wander a maze munching up the small dots liberally sprinkled around, which score you points. Trying to prevent you are a number of other characters who turn the maze, usually with your master being a life.

Consumption of power pills, dotted in further corners, enable the player for a short time to turn on these dots and run them for extra points. Once a maze is cleared of dots, it's on to an advanced, but faster, screen — little surprised requires some persistence between certain "midnight" mazes.

This is undoubtedly a very well produced version of the original, very popular arcade game. I cannot help but feel, however, that with the excellent state of other software available — amongst them many other US Gold titles — the purchase of this is a waste of precious cash.

Price: £9.95

Publisher: US Gold

Address: Unit 30, The Parkway (and Close, Henric St, Birmingham)



### Nightmare Maze

The hero of the square, Sproy Joe, must make his way around the maze collecting the right keys required to open the Dark Door of Deeper Sleep and progress to the next level. Unfortunately for Joe he is not the only occupant of the maze. The pathways are strewn with Sproy Things which bounce around the maze creating a loud bopping noise. There is no fear of Joe falling asleep in this game.

Occasionally a cup of black coffee will appear at random positions around the maze. Touch the coffee and the bouncing boudier will disappear for a short time allowing Joe to collect his loot undisturbed. This facility is provided as it is unfortunately difficult to collect all of the keys within the time limit.

One slightly irritating point about the game is the fact that when a life is lost, the keys already collected are also lost, so you must start all over again with nine keys to collect. Once the key counter has reached zero it is time to make a quick dash for the door. This will then open and allow you to tackle the next, more complex, maze and if it's all right.

The graphics of this game are done using a 3-D tracking effect; the floor of the maze has depth and all moving characters a shadow. This is particularly well done and adds the game on to the Pac-Man class category. At the price of £2.50 *Nightmare Maze* represents excellent value for money. **A-**

Price: £2.50

Publisher: Mac Robbin Software

Address: Silver Hill, Silver St, Gloucester, G1 1UA



### Profile

*Profile* is a database package allowing easy storage of almost any information the user requires, and equally simple manipulation of records.

The package is menu-driven and gives the user first of all the choice to define his own record structure, using the standard codes set out in the manual. These codes each have their own memory requirements, and each field may be set as being the key field, i.e. the field on which the list is manipulated. All reports are virtually error proof and there is a full code facility. Once a file has been created it can be saved, of course, and a number of search facilities are also included, including a set of wild cards, which are very useful indeed. Full printing facilities are available, including selective printing of fields, and the record output format is automatically ordered.

I found *Profile* very easy to use, and anyone with little or no computer knowledge could use it, making it ideal for business or hobbyist use. The only criticism is that the extensive version is a bit slow to load and save files. **B+**

Price: £11.90

Publisher: Matrix

Address: Dragon Gate, 77 St John's St, Blyth, Cambridgeshire

GG4



ATARI



BBC



BBC





## IT'S A GAME

# It's all drops of INK In the bucket in this week's game writing article for Amstrad owners from David Ellis

In the last article we saw how movement could be accomplished by pressing characters at various parts of the screen. The limitation here is that the more characters you have to move, the slower the movement will become. This is especially so if the program is written in BASIC. If it is written in machine code, then this is not likely to be such a problem.

However, there is one technique available which will move objects very quickly, and from BASIC, as well. The technique is known as Ink Synchronisation. The speed of changing of the last colour in a PEN is done by hardware, so this is a virtually instantaneous.

The program **THE TWO SQUARES** shows how this is achieved. The colours for the four pens are first set as follows. Line 10 draws a square in PEN 2, which is currently set as BRIGHT CYAN. Line 40 draws another square in the right of the last square in PEN 3. This is currently set to BLUE. As this is the present colour of the background, the square is not obvious. It is, however, still there.

Lines 50 to 60 now set up a continuous loop. Line 50 sets PEN 1 to BLUE, and PEN 3 to BRIGHT CYAN. The left square will therefore become invisible, whilst the right square will now appear. Line 70 then switches back the colours, causing the right square to disappear, and the left square to reappear. The switching takes place so quickly that it is necessary to draw a draw by giving the delay subroutine at line 8000.

This technique is probably more useful in MODE 3, as in this mode you have 16 PENS to play with. This means that you could have one PEN for the background, one for the foreground, and 14 "spare" ones which could all be set to the background colour. You could now draw 14 movable objects, placed in such a way that when they are made to appear one after the other, a moving effect

is achieved.

The program **THE 12 RECTANGLES** demonstrates this. Firstly, 12 rectangles are drawn of increasing size in the 14 colours of mode 3 (PEN 1 to PEN 12 is subvariable 3000). This is repeated 11 times, giving 12 rectangles, each consisting of 14 rectangles of various colours. Line 10 waits for you to press any key - type the first star!

Subroutine 1000 is called repeatedly until you press another key, when the rectangles will "crawl" back to their original colours. Subroutine 2000 waits a fraction.

This loop can end. The main loop, "show", refers to the PEN value to draw the rectangles - on the higher the PEN number, the bigger the rectangle. The main loop, "c", does an alias PENS loop 1 to 15. In background BLUE, the alias when it is equal to the variable "show" when that PEN number is set to BRIGHT CYAN. As soon as one time there, only one rectangle is visible, the remaining 11 being invisible.

The visible rectangle grows in size, giving the effect of movement. This is very similar to the way tape effect in Dark Star. If you RUN the program you will see more clearly what I am finding rather difficult to put into words. Advantage is taken of the outer loop by using its value to produce a "space" sound.

The other program that makes use of this old technique is called **SLIDING**. This simulates the use of effect that is popular on stage with moving lights. It was also a popular programming challenge in the good old TRS-80 days (remember the TRS-80?)

Line 20 sets the colour of three of the higher PEN 3 to PASTEL BLUE, PEN 2 to BRIGHT BLUE, and PEN 1 to GREEN. Lines 30 to 110 draw a rectangle of blocks of the

following three colours. There are 90 blocks in all. The PEN number is set as Line 30 by a copy the modulus of the number of blocks divided by 3. But we do not want PEN 0, so I am added to the total. CHROMY is the graphics character for a solid block.

The main program loops around lines 120 to 150. There are the three lines that do the switching of the real colour, and give the effect of moving blocks. Once again, a delay is needed to slow things down. With a delay of 100, the blocks appear to move at an amiable pace. However, if you alter the value of the loop you may find that the movement appears to be a "blocky" movement. To some extent, it depends upon your system. You may think that the blocks are moving "blockily", which is somewhat true. They are moving "blockily" with regard to you can never be sure.

The program "AMSTRAD CHROMY" shows what colour PEN 1 is changing to. You may like to try and produce the same effect without the use of ink-switching. Just limit it to alternate blocks of foreground and background colour to make it a little easier. Even so, I think you will find it quite a difficult problem. I know that so the ORC (which is up able to ask events) it was quite a problem, and was only solved by using machine code.

The ability to switch into machine code is very useful so I hope you have realised from these simple examples. Some amazing effects can be achieved with a little planning, as demonstrated on the ORC, which also has this facility.

In the next article I shall be taking a look at the logical operations that are available in the AMSTRAD. These work on the colours set to be more precise on the PEN number and open up many interesting possibilities.

```
10 MORE 0
20 FOR I=0 TO 10000 STEP 10
30 DATA 70,10,100,10,100,10,100,10
40 DATA 70,100,100,100,100,100,100,100
50 DATA 70,100,100,100,100,100,100,100
60 GOTO 3000-NEXT
70 WHILE TRUE
80 WHILE 10000-0
90 CALL 10000-0
1000 RETURN
```





Here's the real low down on the show from our two roving — sorry roving — reporters who found themselves locked in Olympia for three days



After dark in Katari

### Fevered browsing

As the Crown of the macro-macro world last week, the heat was definitely on. As a first-time visitor to the exhibition, however, I did wonder if I could cope with the heat.

The wooden world at Olympia has finally managed to see the purpose of a redesigned Donald Duck, strangely dressed Mamma Mia and a cockney Barbie doing marvelous things with her overdeveloped popovers.

Film or TV connected games pulled the crowds and Disney's new characters were the main attraction in the afternoon.

The theme of Fantasy Land was simple and totally evident: to show the gaps between the real world and the world of fantasy. The real world was the

world of the show and the world of the show was a little too much on the back of the line — but I am convinced there was a blonde find. By far the most exciting game which managed to stand out against the megaton sound-effects and tape of screens was Australia's ballroom with superb graphics and speed-of-act reminiscent of a movie roller coaster.

The show was the most exciting in the world and the most exciting in the world.



After dark looking bright

A special day at the show



The show was the most exciting in the world and the most exciting in the world. The show was the most exciting in the world and the most exciting in the world.

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### Lazy lazing

OK let's admit it you're all here wondering what PCW really stands for. I can tell you now — it means People Can't Wait and this year the show was the most exciting in the world.

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Chris Greet of Toshiba took Dave Carles around the feature exhibit of the PCW show — a vision of the home of the future

# FUTURE HOME



Music synthesiser. Connect the keyboard and play your music — your way — with over sixty notes and high quality sound

Master words making no poor MIDI

The feature of the week's show was 'The Home of the Future' set up and manned by Toshiba.

As you might have expected there were a few MIDI computers on the stand but they weren't the feature during the games section. This accolade was reserved for the interactive video disc system.

Although this is based on technology developed a number of years ago the combination of

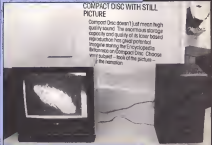
video images from disc and those produced by a computer gives a quality of graphics that is impossible using the current generation of computers. Chris Greet of Toshiba admitted that the equipment isn't available in this country yet, but is on sale in Japan. The software is quite rare at the moment, but the games that were displayed at the show were very impressive with the joystick controlling your goggles in space. The system is

fully portable and is suitable for taking the home movie games into the home for the enjoyment of various players for quite some time.

MasterWords—the software used in the digital television which has a number of possible applications in educational terms. The bulk of the TV is that it enables you to store as much as you like on disc for saving, editing, or other needs—depending how it's used, you

## COMPACT DISC WITH STILL PICTURE


Compact Disc doesn't just mean high quality sound. The enormous storage capacity and quality of its laser based reproduction has great potential. Imagine storing the Encyclopaedia Britannica on Compact Disc. Choose any subject—look at the pictures—in the illustrations.



How nice, how nice, how nice



# ALL



**DIGITAL TV**

Dynex Processed Full Screen images, reducing flickering. Picture on Picture with EPG, while watching programs on TV. Economically the flexibility offered by Dynex TV will bring you closer to your Dream. *Mythbuster* all on the Internet.

where: seconds to turn the lights on or off from a single remote panel not incl. the wall or switch control.

Another panel of the stand illustrated the Lithuanian basket, more card linking the audience and we featured an online issue of HCW the card can prove a basket. This means that the card can be used for automatic transfer of funds from your bank account to another. This could mean the end of Lithuanian bank cards. *David Add*

The other classes of the college all learned about computers in one way or another. The most obvious use of the computer was in a symposium with a plug in brochures and computer software. The range of words that are possible may be a problem and training and careful they were not replace the professional therapists, they are perfectly adequate for the home situation. At least that FMS explains the company. They are likely to sell more well so that need employment.

It was also interesting to see a computer disk player installed in an M555 machine. This device was just playing music through it as it was also processing the pictures. Enclosed in the disk were a number of high-resolution screens which were transferred into the computer as required. At the moment the technology is limited in resolution appearance but China believes that the road and will be faster as it goes too far away and when they become a reality it might be possible to capture different floppy disk, direct from more subtle and faster than discs.

The final version of the sand was devoted to MMS and its future. There was a Toshiba micro running Basic. Some years a sophisticated word processor but I started as they are, and ended taking on the control and programming the machine as BASIC.

The Toshiba HX21 was also shown for the first time as a computer drive. This machine is developed to the new HX21 enhanced window with laser graphics and greater memory space. The graphics really are exceptional and far better than any current home computer. It appears to be one of the computers that will give the new machines in the market a way that they can become a single force in the future computing world.

**WAT3 The Future Generation of MSA Computing**

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RNA, extracted with rapid

<sup>a</sup>Simple linear correlation.

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The two on-screen indicators would display the precise measurements and dimensions of a sample region, control and change the position and size of the sample window. I felt happy that this is just a start, and that before you know it we will have computers built on the fly.

This program opens up the world of home control which was limited by number of Jintan's outlets. Although very few of the possible applications have been tried the technology exists which will allow a single computer, per house under a TV, to control all the major home appliances.

The harm of the control is a direct result imposed by the computer system. This harm was first thought to be caused by a cluster but that is soon as the first control became more simple it might be possible to remove place where this harm occurred. Just imagine being able to not the control, *control, control, control, control*.



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Home Computing Weekly, 11 September 1981 Page 25

### Counting the cost

I have just read the letter page of *PCW* 125 and once again someone has raised the topic of software piracy. The same old answer is offered that if prices were lower then people would not copy. I agree that a lot of software is cheap, especially as my case as I am an Amateur owner. In the end by the law of economics you only get what you pay for. Value all a Mite and a Trick. Expect the same thing but the time and material put into them make them different.

Gooder software is a great idea and therefore we can be masters of the air but another look at the page proves my point. Comments complained of a poor review on *Amiga* 1200. I think if a few more money were paid there might have been a better review. Although this is not always the case. It is certainly what some people expect for their £15.

People who pirate will copy no matter what the price. To them why pay even 10p for a game when you can pay 50p for a blank tape and copy 4 or 5 games onto it. Being unemployed I can make sure that any software I buy is worth the money I put for it.

Alan Rogers, Cumbria

### Get the 444

I write to you as one of the "thousands" who recently purchased an Amstrad CPC 444.

I find a remarkably unacceptable idea I like a few thousand others. I've perused with great interest buying a machine which has "died" after just 4 months.

I would hope that the computer press would perform a useful service in informing us a campaign aimed at persuading them to replace these machines with the "new" CPC 444 and give the "workhorse" a fair deal.

I, like many other people consider their marketing policy to be totally unacceptable and unethical. Indeed, I would taking this matter up with the Office of Fair Trading in the hope that they can will bring some pressure to bear on Amstrad.

As a serious education user I find it unbelievable that a company seems to enter the education market should have such a slap-dash approach to sales and customers.

G. Wyllie, Airdrie

### Computing in Karachi

Although I am an MSN user *PCW* is still my favourite magazine. I own a Spectra video 128 owner and I buy *PCW* every week and have every copy since Number 100. My only complaint is about the front cover which I don't think is good — it is the same as the page inside.

I bought the Spectra video because I had special advantages but when I arrived in Pakistan from Australia I was shocked because you couldn't find software here. Terrible isn't it?

Adnan Ahmed Gossale, Karachi, Pakistan

### Get sharp

I am writing on behalf of the growing community of Sharp M2 700 owners. I do like the magazine and I think it's reasonably priced but when are you going to start even mentioning the Sharp or have a listing for it now and then?

This year the M2 700 has become more popular and I'm sure a lot of people would like to see reviews for it. I am kind of hesitant about the Spectrum all the time so please could you give our computer a chance you for once. Also if any reader knows anything about the Sharp could they let me know?

Michael Bromwell, Gloucester

### Software drought

First let me endorse *PCW*. Although some about the lack of software for the Spectrum. Thousands of people use one platform, yet good software is scarce. The editors can handle this so what is the problem?

Suddenly I would really agree with the point, could that too many games have perhaps ended, mostly Code Masters Ltd, Lords of Time and Kingfisher to come to cheap make their games worth finding.

Next come — please, please, software authors who converting games from say, C-64 to Amstrad, don't use Amstrad Mode II. *Chivalry* it may be, but the program is big, fat and totally ignoring. The only good Mode II graphics I have seen are those in *Warriors*, while games such as *White Rags* (Amstrad) *South Wind* (C-64) and many others have turned out much worse than the 40 volume C-64 version. Thanks for the excellent magazine.

B. Bonfield, Kent



# LETTERS PAGE

TV's favourite

# ORM AND CHEEP

Narrow Squawks



TV's favourite

# ORM AND CHEEP

The Birthday Party



pieces of *Orm and Cheep* prizes. All you have to do is win one of these prizes as one of a narrow Squawk that *Orm and Cheep* might have to face. Then draw a picture of your idea so that we can see how difficult it is to get out of.

There is no need to be a good artist — we are quite happy to have such birds and such worms in the pot — it's the ideas that we are looking for!

So get out your pencils and create a situation that will cause problems and you could be playing *Orm and Cheep* as one of our winners!

#### How to enter

Those of a steady education that might occur in the game *Narrow Squawks* and draw up a simple picture of the problem. There is no need to take a great deal of time over the drawing — it's the idea that will count.

You might also send a sheet, less than 30 words, description of the problem and how it might be solved — again a simple picture is essential.

Send your picture, and description — if any, with the coupon attached to your entry to *Orm and Cheep* Competition, Home Computing Weekly, PO 1 Collier Street, London W1R 3AB to arrive not later than first post on Friday 11 October 1985.

#### The rules

• Entries will not be accepted from employees of Macmillan Software, Apple Computer, Spectrum and Macmillan Publishing or their agents and suppliers in computer, games and parts of the computer.

• The judge's decision is final and no correspondence can be entered into.

• The first prize offered by us will be a package of the latest computer hardware from UK sources.

**There are prizes worth hundreds of pounds in this week's competition from Macmillan Software featuring *Orm and Cheep***

**T**here's a trip to London, all expenses paid by Macmillan Software, for those lucky HCW readers this week.

Whilst you are on the big trip there will be a trip to a television studio to see a children's TV programme being made. This is all to celebrate the release of the new *Orm and Cheep* computer games from Macmillan.

*Orm*, the worm, and *Cheep*, the bird, are the stars of a children's television series which was so popular that 72% of the 4-13 year old audience watched the first series. Now these lovable creatures have made it to the computer screen in two wacky title adventures.

The first game is just one long party, or should we say one long trip to a party, for *Cheep* is trying to help his friends to the fun and games through Mole's dark tunnels. There are mazes for *Cheep* to speed up so life is never easy but the party is its own reward.

The other game is *Narrow Squawks* in which Rat, Crow and Cat, *Orm* and *Cheep*'s enemies attack them at every opportunity and they end up having one narrow escape after

another. There are four scenarios in this game each with it's own problems and puzzles. Both games will appeal to everyone from 6 to 60 as they programming allows the game to adjust itself to the player and make life harder or more simple accordingly.

The main prize is for three people to visit the studio and all the travel and other expenses will be met by Macmillan, but we realise that this can only be for UK residents for obvious reasons.

There are five second prizes of an *Orm and Cheep* 1 Star and a game and 30 runners up.

### Macmillan Competition

Entry Coupon

Name \_\_\_\_\_

Address \_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

your code \_\_\_\_\_

Macmillan sends Spectrum/CM

Don't forget to fill in! — If you are a winner, this will get us a card for you from Post to 1000 Hill Street, Home Computing Weekly, PO 1 Collier Street, London W1R 3AB. (Prize draw ends first post on Friday 11 October 1985)

ORM & CHEEP





# shadow of the UNICORN

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